THE SWORD INTERVAL

ONE LAST Q&A

Hey everyone!
I want to spend more time on this
next episode of Sword Interval.
For this week I reached out on Twitter
for some questions for this final Q&A.

Got some really good asks,
so here we go.

Out of the many characters in TSI, which one felt the most natural to write for? The hardest to write for?

Fall and Marco are some of the easiest to write for. David is one of the hardest.

Now that I think about it, it might just be that more emotionally-honest yet impulsive characters flow more naturally for me when writing. Interesting.

So since we're wrapping up, any story elements, monsters, characters you wanted to include but couldn't/didn't? If you had the opportunity, are there any stories or questions from this world that you would like to explore further?

There's certainly some scenes that were changed around or removed.

I regret not doing more with Spirit Bomb. One side-story featured the trio of ghost-hunters saving a small town from vampires. Because vampires in this setting can be rebuked by any symbol with enough belief behind it, Spirit Bomb was going to rally the town behind the underdog little-league baseball team, so that the team logo and mascot became anathema to the vampires.

It was a cute side adventure that just didn't have a place in the main plot. But hey, maybe I can release it by itself one day.

How do you begin the process of creating a story? Do you start with characters first or the general plot?

I usually start with a premise and a character or two. Sword Interval simply started with "Rookie monster-hunter who is secretly a monster herself goes on a cross-country road-trip killing beasties".

Knowing I wanted that, other

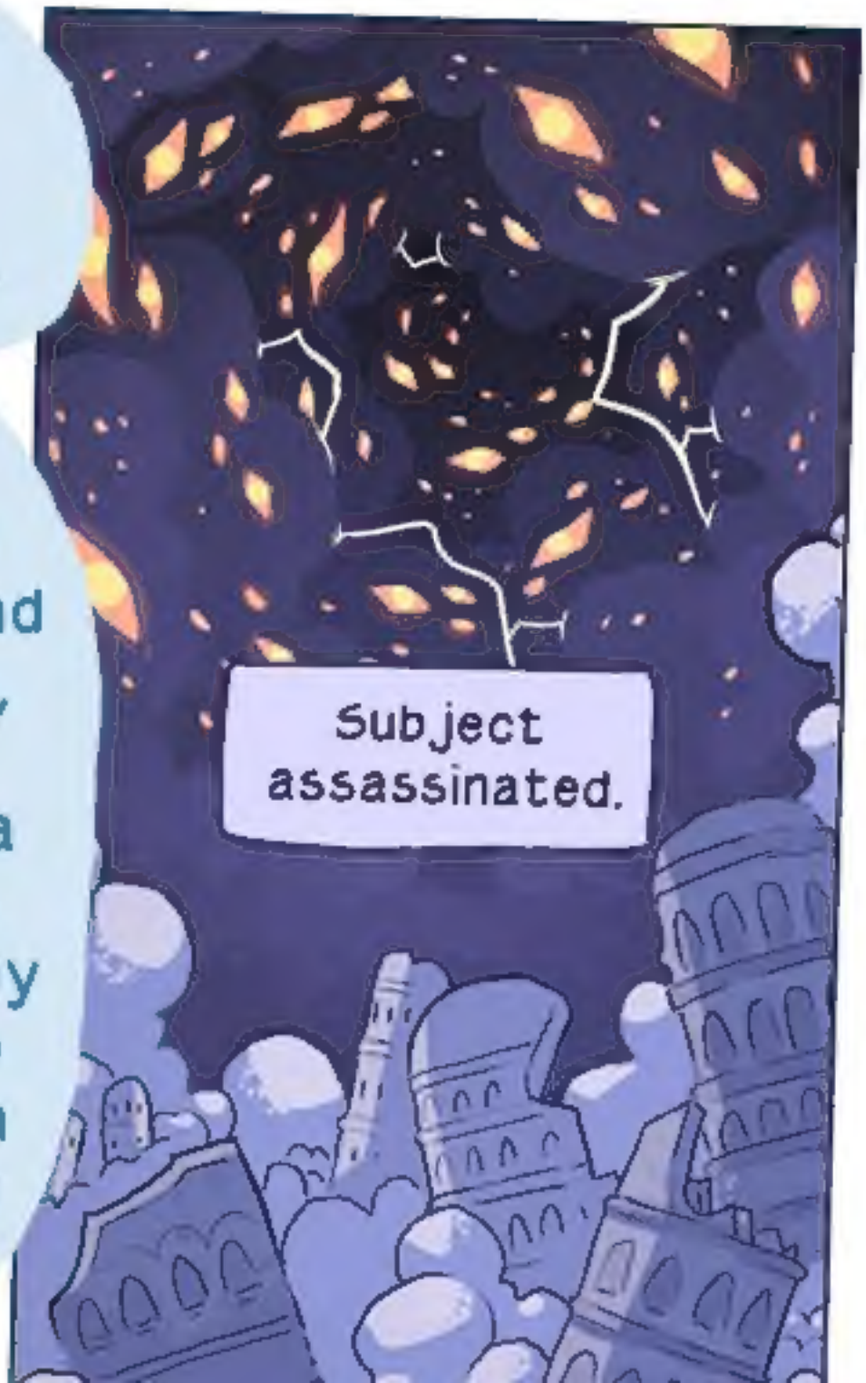
parts of the story began to take form around it.

Where do monsters come from? What timeframe does this take place in? What other characters might exist? How does what ***they*** want conflict with what our ***protagonist*** wants?

What was your process of worldbuilding and how did that influence the characters?

Wordbuilding is fun and important, but for me it's secondary to the plot, the characters, and the premise.

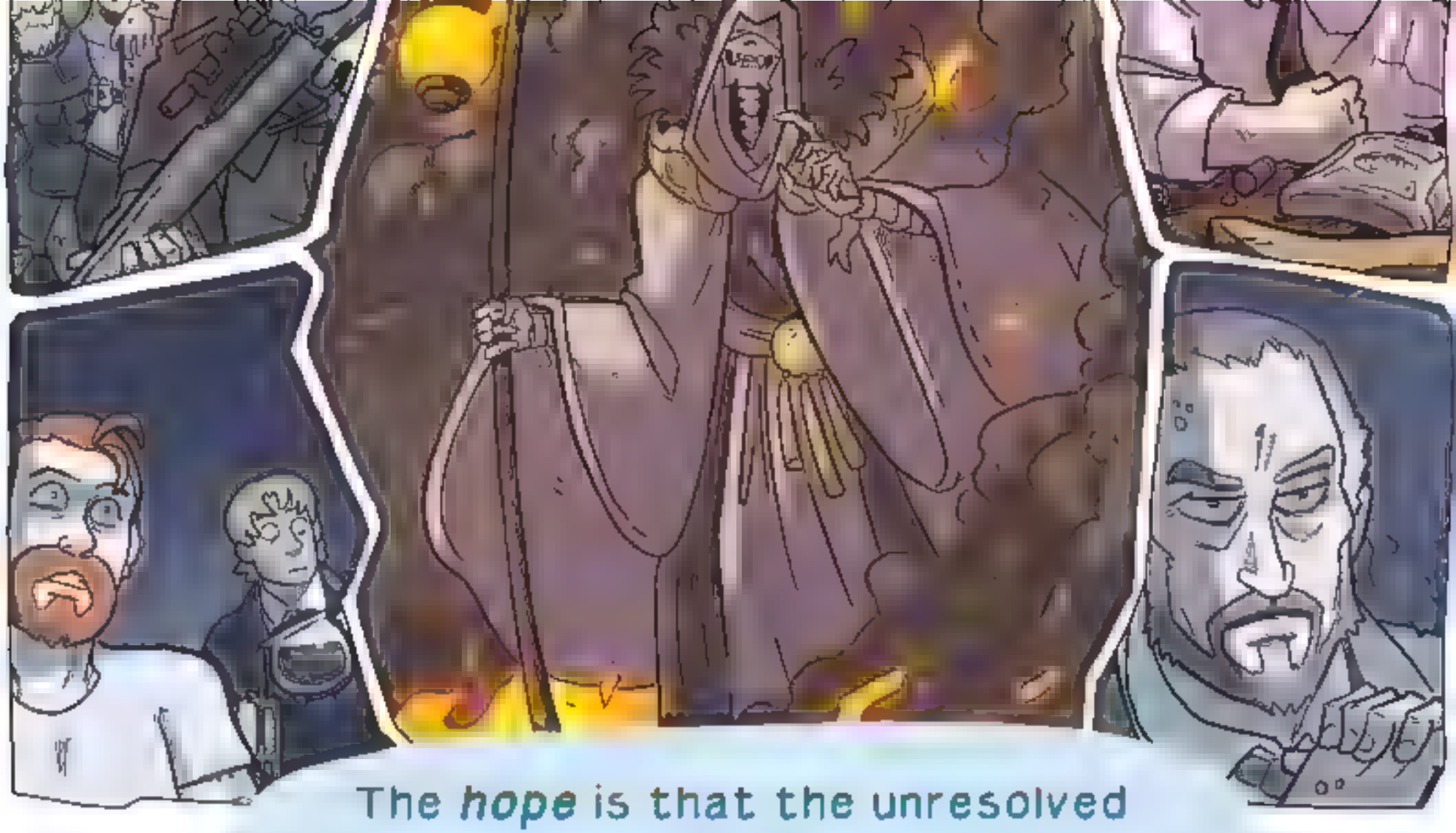
My worlds exist to reinforce the plot, to provide context and obstacles for the characters, and to support the premise. If it's important to me that a character can be a freelance witch with snake hair... then my world needs to be changed so that a character like that can exist in it, not the other way around.



That said, I do try and keep the rules of my worlds consistent once established. Once the world begins to solidify, it becomes more of a back and forth, with the setting influencing the characters /plot and vice versa.

Is there any special way you laid out the plot points to connect them?

While I had a loosely detailed timeline, The Sword Interval was never written extremely far in advance [apart from a few key scenes]. My writing style is one where I will create multiple plot threads early to give myself material to build with later.



The *hope* is that the unresolved threads create the feeling of a living breathing world that has a scope beyond the main characters and what we see on the page.

Are there any important things you learned the most as you go through this five year long commitment to a story/idea

To continue off of my previous answer, I think the next time I make a long-form comic, I'd like to have much more of it fully written ahead of time.

It's not that I think the ***story*** suffered from my loose writing method, it's that I think ***I*** suffered a little more than needed. Keeping all of this info in my head or scattered across a dozen documents ratherthan written down as one detailed script just constantly ate up my brain's ram, so to speak.

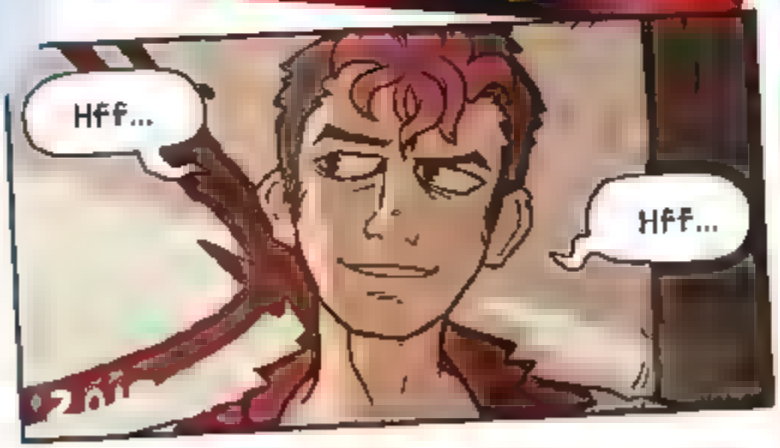
That said, I could see myself losing interest in a story if I had the script entirely finished years before the illustrations were done. An advantage to keeping a flexible story in my head this entire time is that I don't lose investment in my world and characters. They are always relevant and changing.

Hitting a middleground would be ideal.

Which character are YOU the most attached to and why?

Fall's my main character so she's important to me, of course. But there's also Marco. I'll miss him when this story is over.

Marco is based off of a character I have had for a long, long time. I invented him when I was in middle school, and incarnations of him have been with me through multiple projects in the twenty years since.



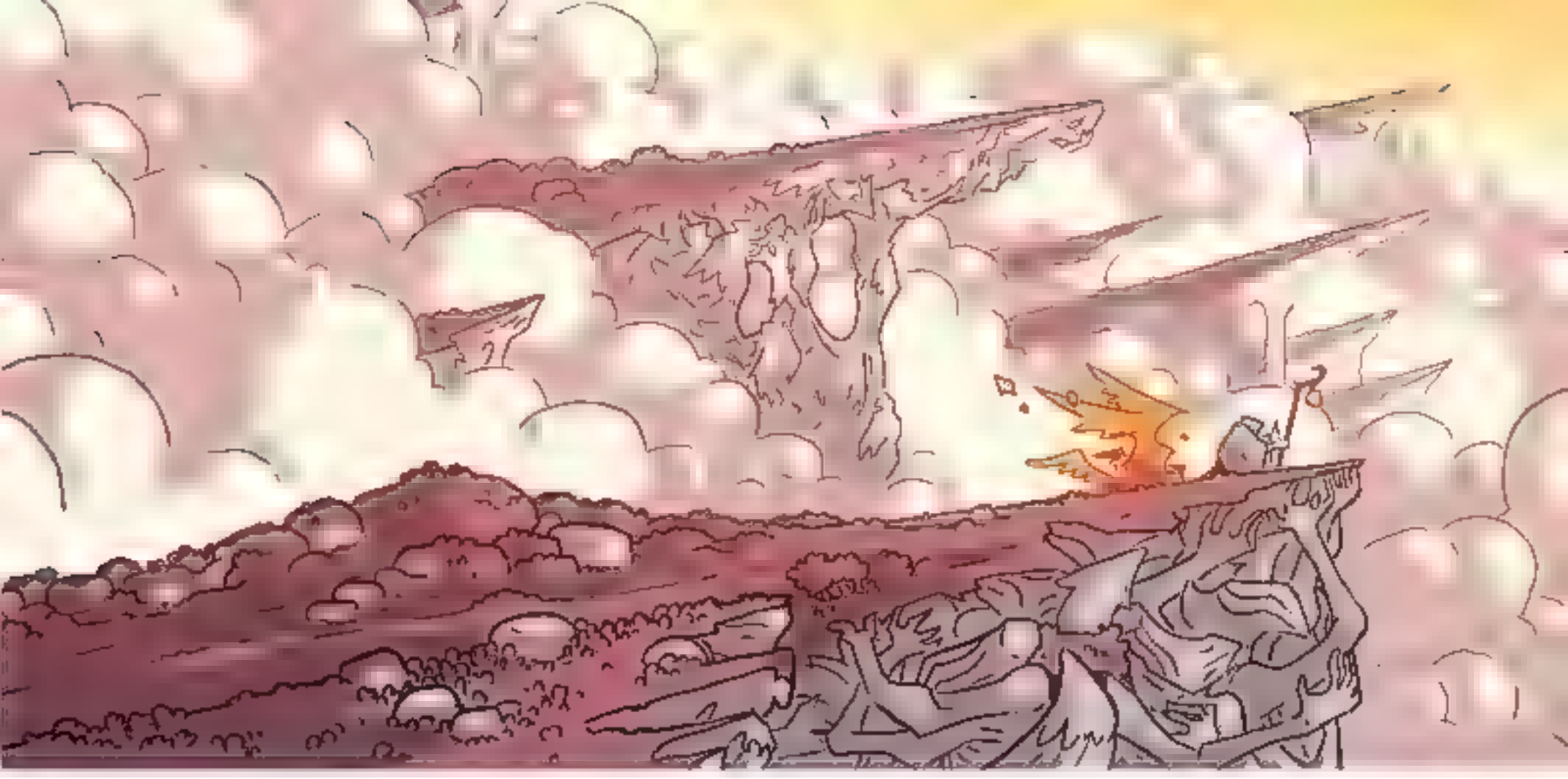
my son...

What plot point/lore do you feel the most proud of in TSI?

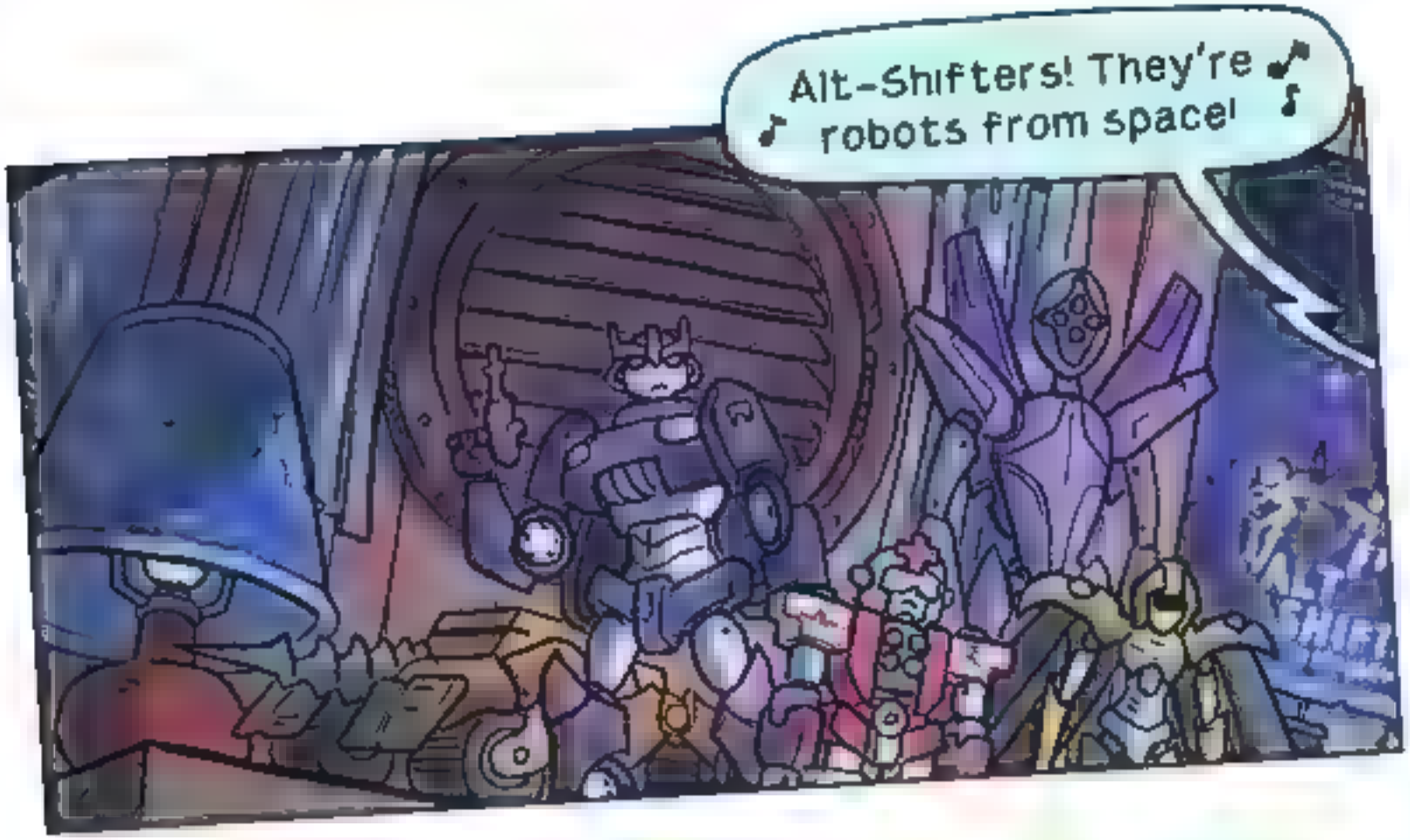
Honestly I really like the recent bits with Fall and the Hierophant in the Celestial Plane. That scene was a long time coming and I'm so happy with it.

Otherwise, the entire Sugarfen arc is one of my favorites.

We may both... finally... rest...



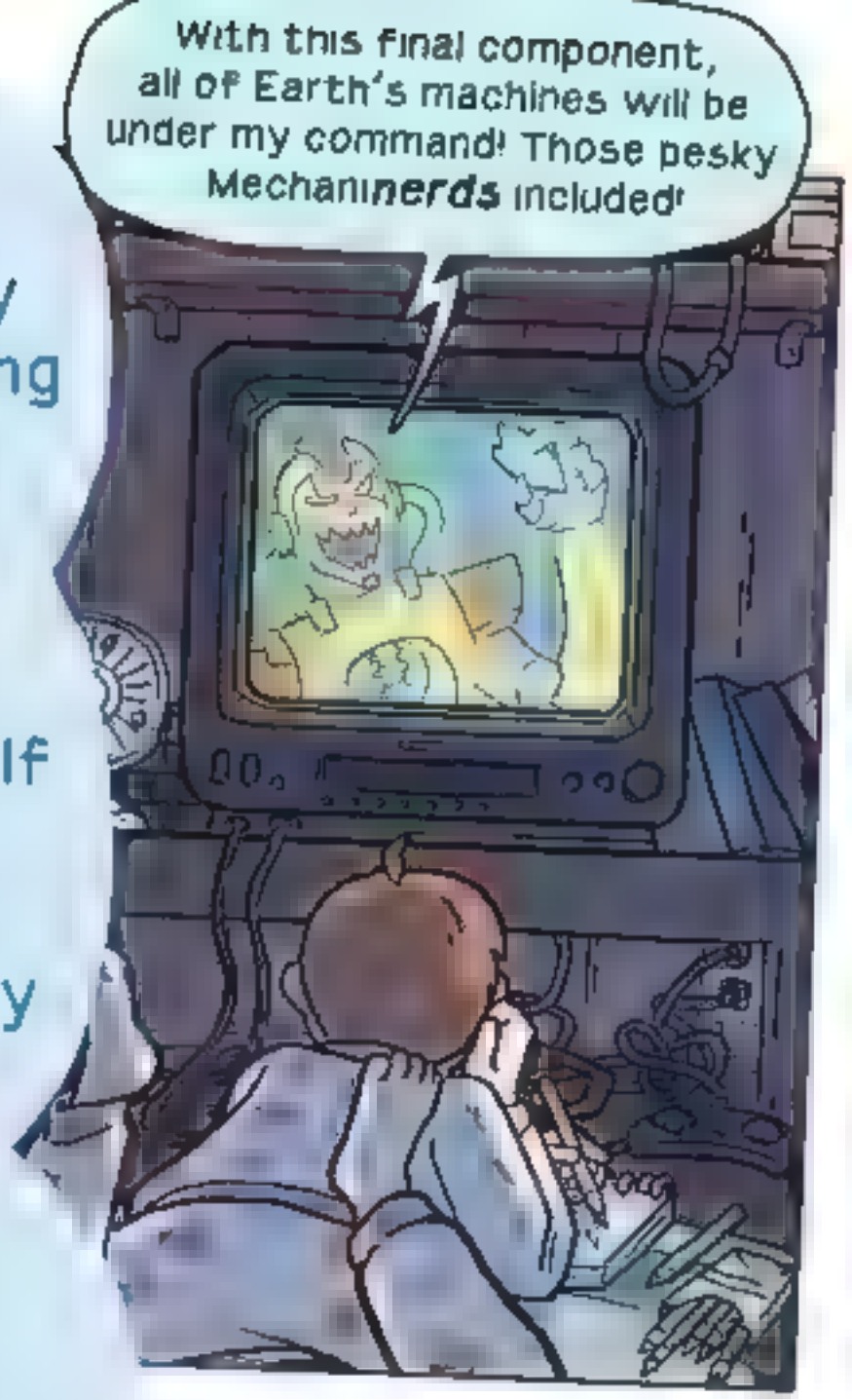
TELL US ABOUT THE ALT SHIFTERS!



It's a parody of Transformers. Like Phineus in the Sugar Fen arc, I was very into collecting the toys and making up robots of my own when I was a little kid.

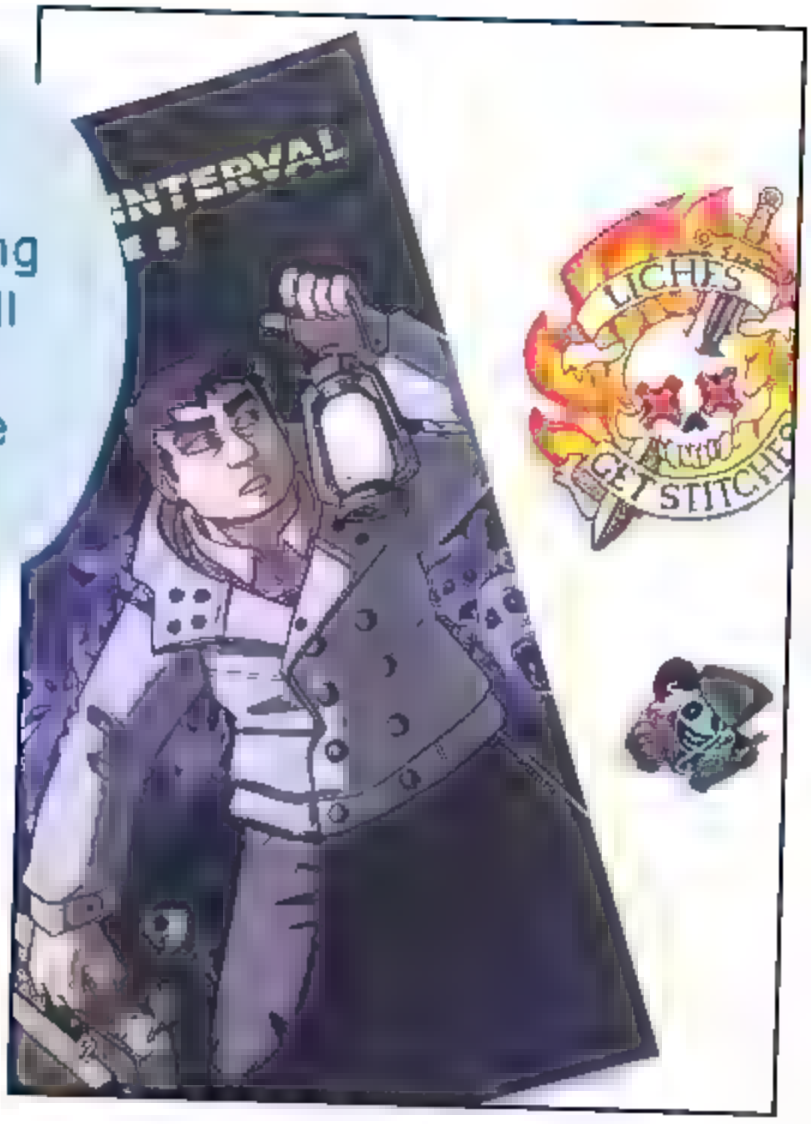
I still enjoy the franchise, and a few years ago found myself in a tabletop RPG based on it. The action figures Phin has are modeled after the characters my friends and I made up.

Sword Interval has a lot of little references to my RPG campaigns, as personal nods to my friends who read the comic.



When will volume two be buyable?

Thank you for this opportunity for self-promotion. I'm hoping to have volume 2, as well as a couple other new products, up in my store this month.



How do you design monsters?

If I want to make a monster unsettling, I find making something alien out of recognizable parts is the way to go – just so long as the creature looks like it could still move and function in some way. Something that looks like it could exist – but ***shouldn't*** exist – is likely to get the results I want.

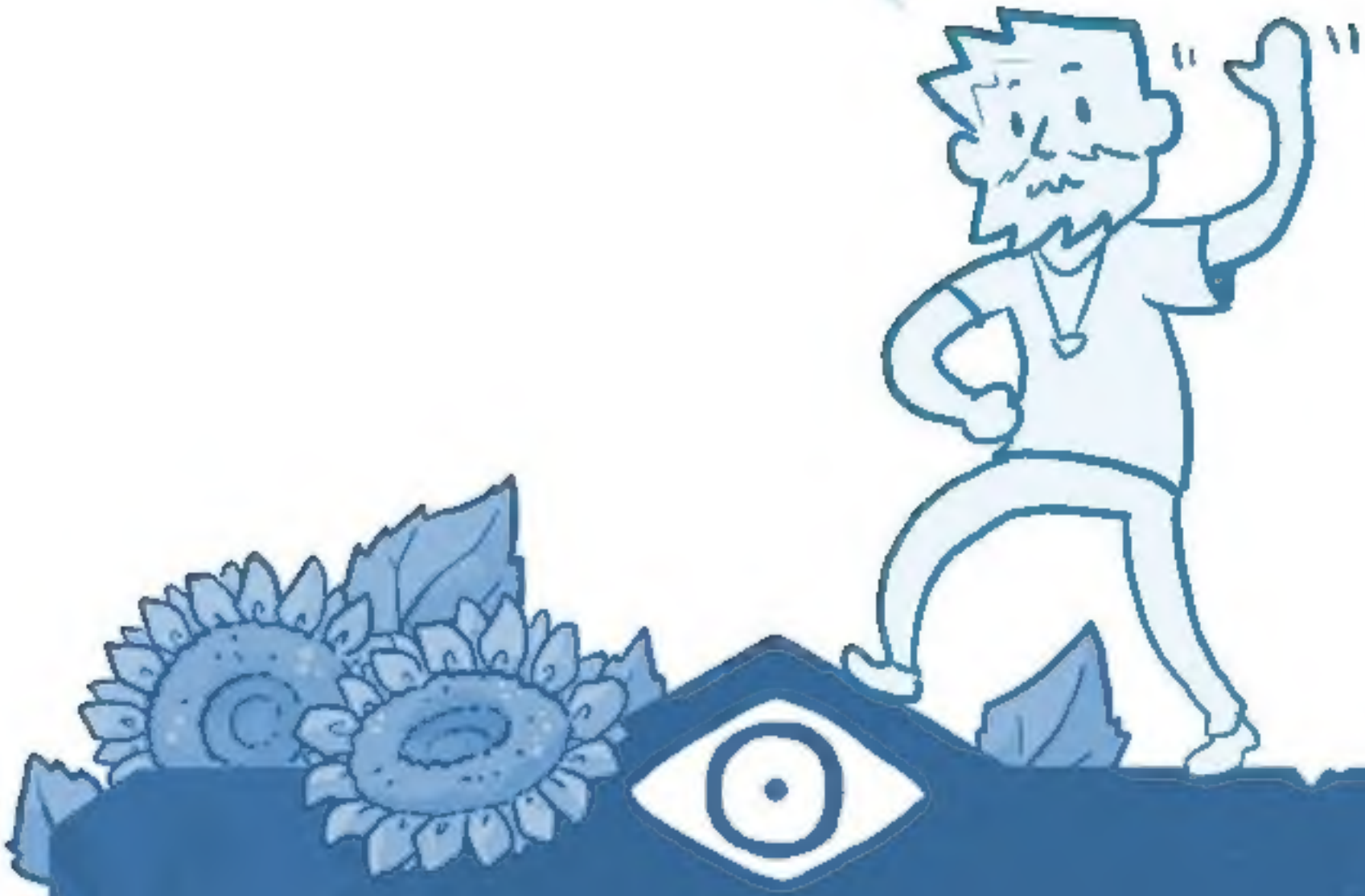
What made you create giant golden swords launching from space?

I wanted something both bonkers and desperate to help sell the end-game we're in. Something to show a more global effort on humanity's part when facing this world-wide angelic crisis.

Will Medusa's hair grow back?

It will if she survives.

ALRIGHT! Thanks a ton for the questions, everyone! Seeya next week!



FOLLOW THE AUTHOR HERE:

TWITTER - **@BFLEUTER**

TUMBLR - **BFLEUTER**

DEVIANT ART - **BEANJAMISH**

SUPPORT THE AUTHOR HERE:

PATREON - **PATREON.COM/DERELICT**

STORE - **BFCOMICS.BIGCARTEL.COM**